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> From the Editor's Desk

"Saying it like it is!"

Happy New Year everybody. What can I say? The Holiday's Name speaks for itself. We are about to embark upon a journey into a new year. (1995) Enough said.... Please... party hearty or hardy or both but do NOT drive that car. Take along a designated driver. (True heroes of the Holidays)

Ralph....

Of Special Note:

STReport will be branching out further to Internet's userbase in the very near future. We've received numerous requests to receive STReport from a wide variety of Internet addresses. As a result, we're putting together an Internet distribution/mailing list for those who wish to receive STReport on a regular basis, and we'll UUENCODE each issue and mail it to you.

If you're interested in being added to our mailing list, please, send your requests to either "dpj@delphi.com" or, RMARIANO@DELPHI.COM. Look for mailings to begin by October first. We are also considering a number of Internet ftp sites in which to post our issues for as well. Whatever we can do to make STReport available to you, we'll try it!

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The Staff & Editors

> WIN'95 STR FOCUS!

November/December 1994

Microsoft Windows 95
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Questions and Answers

Microsoft is continually enhancing the Microsoft(r) Windows(tm) operating system product line to deliver easy-to-use yet powerful products that exploit the latest advancements in microcomputer hardware technology. There is a great deal of interest in and speculation about Windows 95. It is the official name of the Windows "Chicago" project, which is the technology-development effort that will deliver the next major release of Windows for the mainstream desktop and portable PC. The purpose of this document is to answer the most common questions customers have asked about Windows 95.

What Is Windows 95?
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What is Windows 95?
Why change the name Windows "Chicago" to Windows 95?

Windows 95 is the official product name of the next major version of Microsoft Windows. Windows "Chicago" was the code name for the development project to produce the successor to Windows 3.x and Windows(tm) for Workgroups 3.x, and this name was used until the official product name was decided and announced.

What are the key benefits and features of Windows 95?
What features will Windows 95 not have?

Windows 95 will present a major step forward in functionality on desktop and portable PC platforms by providing a system that is even easier, faster and more powerful to use, and which maintains compatibility with the Windows- and MS-DOS(r) operating system-based applications and hardware peripherals in which customers have invested.

Ease of use will be improved through the Plug and Play architecture and a more intuitive user interface. With the introduction of the Windows 95 operating system, the engine of Microsoft Windows is being revamped to improve performance and provide smooth multitasking. Windows 95 will be a complete, integrated 32-bit operating system that does not require MS-DOS, although it can run MS-DOS-based applications. It implements the Win32(r) API and provides pre-emptive multitasking and multiple threads of execution for 32-bit applications. Windows 95 will include reliable and open networking support and high performance, as well as messaging and dial-up network access services.

As the successor to Windows 3.x and Windows for Workgroups 3.x, Windows 95 will meet a number of key requirements. First, Windows 95 will be compatible with applications and device drivers for both MS-DOS and Windows. When a customer upgrades to Windows 95, performance will meet or exceed performance of Windows 3.1, as long as the customer has an 80386DX or higher system with at least 4 MB of RAM. For systems with more than 4 MB of memory, performance will be improved over Windows 3.1. The transition to the new user interface will be easy for current users of Windows, and companies that want to make the transition at their own pace

will still be able to run Program Manager and File Manager during the transition period.

Windows 95 will not be processor-independent nor will it support symmetric multiprocessing systems. Windows 95 is also not designed to meet C2-level security specifications. If these features are important to a customer, Windows NT(tm) is the right operating system to use.

What will be the hardware requirements for Windows 95?

Windows 95 will run on Intel (or compatible) 80386DX or higher processors with a minimum of 4MB of memory (8MB recommended). A VGA-compatible video adapter is also required. Windows 95 is expected to use approximately 10-15 MB additional hard disk space as a typical upgrade from Windows 3.x or Windows for Workgroups 3.x, and MS-DOS.

How does Windows 95 compare to the Windows 3.1, Windows for Workgroups and Windows NT operating systems?

Windows 95 is designed to make mainstream PCs easier and more powerful. It will be the right choice for customers who want to run business and personal-productivity applications and for use on home computers. Windows NT is designed for the most demanding business uses such as development or advanced engineering and financial applications. Windows NT is the right choice for customers who need the highest level of protection for their data and applications. Windows NT is also the right choice for those who need scalability to multiprocessing and RISC systems.

Why is Microsoft changing the numbering system for Windows?

Until recently, version numbers have served us well. Version numbers helped inform customers that new versions were available and gave some sense for the significance of the improvements. However, our customer base has broadened to include less technical users, and our research indicates that even our most sophisticated customers find our current version-numbering scheme confusing. For example, Windows 3.1 provided far more new capabilities than a typical 0.1 release, and Windows for Workgroups 3.11 introduced dramatically more than the usual .01 release. We must make it easier for customers to understand which version of our software they are using, so they know when to consider upgrading to the next release.

Does this numbering system mean Microsoft will release a new version of Windows every year?

No. It means that the version numbers will help give users a sense for the "model year" of their software, in the same way that customers have a sense of the model year of their cars today.

Why Will I Want Windows 95?

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Why will individual customers want to upgrade to Windows 95?

The sheer quantity of the improvements included in Windows 95 represents a great value for customers. Top on the list of requested improvements was an easier way to work with the PC. As a result, a new user interface was designed in Windows 95 that will help make computing even easier for both less experienced users and experienced users who want greater efficiency and flexibility.

Long file name support is one of many usability improvements in Windows 95. Improving ease of use goes beyond fixing problems with Windows -- it encompasses the hardware, applications and network as well. Plug and Play will make hardware setup automatic, and built-in networking will make starting a new network or connecting to an existing network server such as Novell's NetWare and Windows NT Server just as easy.

Customers also want greater efficiency and power and to get their work done faster. They want to run more than one application or task at the same time. They want to use their computers to access files, electronic mail, and public-information networks from any location _ at work, at home, or on the road. They also want better multimedia, whether for playing MS-DOS-based games or for teleconferencing using TV-quality video resolution. The following are highlights of capabilities in Windows 95 that address these requests:

- * Pre-emptive multitasking. Windows 95 can perform multitasking smoothly and responsively for 32-bit applications.
- * Scalable performance. The performance improvements that Windows 95 provides over Windows 3.1 increase as the amount of RAM increases, due to the high-performance 32-bit architecture of Windows 95.
- * Support for 32-bit applications. Windows 95 supports the Win32 API, which means customers can look forward to a new generation of easier, faster and more reliable applications.
- * Increased reliability. Windows 95 increases protection for running existing MS-DOS- and Windows-based applications and provides the highest level of protection for new 32-bit applications for Windows. As a result, an errant application will be much less likely to disable other applications or the system.
- * Faster printing. Windows 95 features a new 32-bit printing subsystem that reduces the time spent waiting for print jobs to finish and improves system response when jobs are printing in the background.
- * Better multimedia support. Just as Windows 3.1 made sound a part of the system, Windows 95 now includes support for video playback. The video system and CD-ROM file system will provide high-quality output for multimedia applications.
- * More memory for MS-DOS-based applications. Windows 95's use of protected-mode drivers means customers will have more than 600K free conventional memory in each MS-DOS session, even when they are connected to the

network and using a CD-ROM drive and a mouse.

- * Microsoft Exchange client. Windows 95 includes the Microsoft Exchange client, a universal client that retrieves messages into one universal inbox from many kinds of systems, including Microsoft Mail, faxes, Internet Mail, The Microsoft Network, CompuServe(r) Mail, and so on.

Why will companies want to upgrade to Windows 95?

Companies will want to move to Windows 95 because it will help reduce their PC support burden, help increase their control over the desktop, and help increase the productivity of their end users. Numerous studies have shown that as much as 80 percent of the cost of owning a PC over the long term are the costs associated with support, including installing, configuring and managing the PC, and training the PC user. The Gartner Group has concluded that Windows 95 will likely lead to significantly lower total cost of ownership compared to MS-DOS and Windows 3.1 (PC Research Note: Personal Computing Costs: A Windows 95 Model, Aug. 15, 1994). Their model estimates the support savings will be \$1,180 per user per year. Over the five-year ownership period assumed in the analysis, this translates into savings of nearly \$6,000 per user.

Windows 95 includes numerous features designed to reduce the costs of supporting PCs and PC users, including the following:

- * A simpler, more intuitive user interface that can reduce training requirements for novice users and enable experienced users to learn new tasks with less help. The start button, taskbar, Windows Explorer, wizards, a new help system and more will make Windows 95 easy to learn and make functionality easy to discover.
- * Built-in networking support that is easier to set up and configure and is faster and more reliable to use. Whether you're running NetWare or Microsoft networks using NetBEUI, IPX/SPX or TCP/IP protocols, and using NDIS or ODI drivers, Windows 95 has integrated support for your network client, protocol and driver. Additional networks are added easily. Windows 95 includes 32-bit clients for both NetWare and Microsoft networks that are fast, reliable, and require no conventional memory. A Windows 95-based PC can have multiple network clients and transport protocols running simultaneously for connecting heterogeneous systems.
- * Plug and Play device installation to automate the difficult process of adding devices to a PC. Windows 95 supports the industry-standard Plug and Play specification to enable automatic installation and configuration of add-on devices. If you install Windows 95 on the system you have today and purchase a Plug and Play add-on device, you will be able to install that device by just plugging it in and turning on your system. Plug and Play takes care of the messy details of installation and configuration. Plug and

Play also enables innovative new system designs that support such capabilities as hot docking and undocking.

- * System-management capabilities that will simplify remote administration and enable new system-management applications. Windows 95 features an infrastructure for the management of PCs that leverages a hierarchical database of system-configuration information, called the Registry. The Registry holds all the pertinent information about the system _ hardware, software, user preferences and privileges _ and provides access to its contents over the network through a variety of industry-standard interfaces, including SNMP, DMI, and Remote Procedure Call. This infrastructure will simplify many administrative tasks by including tools for remote configuration of the desktop and will lead to a new generation of sophisticated system-management applications for managing the desktop, performing hardware and software inventorying, and supporting software distribution.
- * System policies that enable an administrator to control a desktop configuration. Windows 95 supports policies, which are settings an administrator configures to define the operations users can access on their PCs. Policies also can be used to define the appearance of the desktop. For example, the administrator can set a policy to disable the MS-DOS prompt and the "Run" commands, to prevent users from arbitrarily running applications.
- * Support for roving users. Windows 95 can present different configurations, depending on who has logged into the PC. This option allows users to log into different machines on the network and see their personal configurations.
- * Built-in agents for automating backup of desktop systems. Windows 95 includes the software required to backup a desktop system using a server-based backup system. The backup agents included with Windows 95 work with the most popular server-based systems.

In addition to reducing support costs and increasing control over the desktop, Windows 95 will help make end users more productive. In usability-test studies, users of Windows 3.1 are able to perform a series of typical tasks that they perform today in 25 percent less time using Windows 95. These tests did not take into account many of the tasks that users would like to perform but which are too difficult today, such as installing a CD-ROM drive and sound card or retrieving a file from the desktop system while using the computer at home or traveling on business. By making these capabilities much more accessible, Windows 95 will enable customers to be even more productive using PCs.

Won't it be expensive to put Windows 95 on all the PCs
in a company?

Windows 95 has been designed to provide a safe and smooth transition to the new operating system. Windows 95 will work on the hardware and software you already have through support for existing device drivers and applications for MS-DOS and Windows. On mainstream systems _ those with at least 4 MB of RAM and an 80386DX processor _ Windows 95 will perform as fast or faster than Windows 3.1 if all you do is upgrade the operating system. The installation program will detect and maintain current system settings and enable automated installation through a variety of techniques, including login scripts and software-distribution applications. Users of Windows 3.1 will be productive quickly, as confirmed by the thorough usability testing Microsoft conducted with users of Windows 3.1 and the learning aids that will be included with the product. After a 15-minute "play period" and with the help of a computer-based tutorial, users of Windows 3.1 participating in tests have been found to be as productive using Windows 95 as they are using Windows 3.1 the first time they perform a set of typical tasks. By the time it is commercially available, Windows 95 will have been subjected to hundreds of thousands of hours of rigorous internal testing and will have undergone the most extensive beta testing in history.

The savings achieved by using Windows 95 will outweigh the costs of making the migration. The Gartner Group has estimated that migration costs can be recouped in three to six months. Good planning and deployment techniques can help keep these costs to a minimum.

Ship Dates and Packaging Plans =====

When will Windows 95 ship?

Windows 95 is scheduled to ship in the first half of 1995. Microsoft's commitment is to ship a great product. The intense testing period will help ensure a great release based on feedback from tens of thousands of beta testers.

What different packages will you have for Windows 95?

Packaging decisions will be made later in the development cycle, based on customer needs.

I understand there is a new logo for Windows 95. What
will it mean to me?

The new logo, which looks quite similar to the current logo, featuring the same Windows flag, will be used optionally by vendors to identify their hardware, software and peripheral products that take advantage of new capabilities in Windows 95. The logo will let customers know at a glance, for example, which CD-ROM drives are Plug and Play-enabled and which applications are 32-bit.

Vendors can obtain detailed logo requirements by accessing the Microsoft Developer Solutions Phone-Fax service at (206) 635-2222 and requesting document 130.

I keep hearing rumors that Microsoft is working on versions of Windows 95 for non-Intel microprocessors. Is this true?

No, Microsoft is not working on versions of Windows 95 for non-Intel microprocessors. Windows NT is Microsoft's portable operating system, and it's already available on high-end Intel, MIPSr, Alpha AXP(r), PowerPC(r) and Clipper computers.

What will happen to MS-DOS?

Microsoft will continue to enhance MS-DOS as long as customers require it. Future versions will be derived from the protected-mode technology developed in the Windows 95 project.

Windows Preview Program
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How can I become a beta tester for Windows 95?

The beta test program for Windows 95 is no longer accepting new submissions for beta sites. However, the Windows Preview Program will provide an excellent opportunity to evaluate Windows 95 prior to its general availability.

What is the Windows Preview Program?

Microsoft will offer a Windows 95 Preview Program, currently planned for the first quarter of 1995, prior to final product availability. This program will allow people interested in getting a head start on evaluating Windows 95 a chance to purchase a pre-release copy of Windows 95 along with documentation, and support, for the cost of materials and implementation, expected to be around \$30 US. As further information about the Windows 95 Preview Program becomes available, including ordering instructions, mail will be sent to all WINNEWS subscribers. To subscribe to Microsoft's WINNEWS Electronic Newsletter, send e-mail to enews@microsoft.nwnet.com with the words SUBSCRIBE WINNEWS as the sole text of your message. For more information on WINNEWS, see the "For More Information" section at the end of this document.

User Interface
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How will the new user interface in Windows 95 make the PC easier to use?

The goal for the user interface for future versions of Windows is to make computers easy for all people to use. The user-interface design in Windows 95 will achieve these goals through the most extensive usability-testing effort ever (thousands of hours of laboratory testing, with hundreds of users of all levels of experience) and through feedback from various sources, including testing at customer sites, reviews with experts on training in Windows, audits by user-interface consultants, feedback from focus groups, and analysis of product-support calls.

We expect both inexperienced and experienced users will find that the changes being made to the user interface in Windows 95 make it even easier

to learn and use. The system taskbar will make all the functions most users need accessible with a single click of a button. The taskbar will show all open windows and will make it much easier to switch between windows by just clicking on a button representing that window. Instead of mastering different kinds of tools (Program Manager, File Manager, Print Manager and Control Panel) to work with different resources on their computers, users of Windows 95 will be able to browse for and access all resources in a consistent fashion with a single tool. All resources in the system will have property sheets, which present tabbed-notebook-style interface settings that can be directly changed; a new integrated Help system makes it easy and fast to get help at all times.

Won't a new user interface mean a lot of retraining for current users of Windows?

The Windows 95 user interface is designed to make experienced users of Windows 3.x productive immediately, and usability testing has found this to be the case. After a few iterations of working with the Windows 95 environment, users of Windows 3.1 are able to complete common tasks faster with Windows 95. With subtle refinements in the user interface and the addition of migration training aids during the continued testing process, productivity can be expected to improve even more.

Windows 95 will enable corporate customers and individuals who want to move gradually to the new user interface to continue running Program Manager and File Manager while they become familiar with the new user-interface features.

Architecture
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Your performance goals sound very ambitious, considering all the functionality you're adding to Windows 95. How will you achieve those goals?

The stated performance goal of Windows 95 is that when a customer upgrades to Windows 95, performance will meet or exceed performance of Windows 3.1, as long as the customer has an 80386DX or higher system with at least 4 MB of RAM. (For systems with more memory, performance will be improved over Windows 3.1.) Windows 95 will meet this performance goal by implementing new technologies to better optimize the use of memory on low-end system configurations. The networking, disk, CD-ROM and paging caches will be fully integrated to scale better as more memory is added to the system. Protected-mode device drivers will be dynamically loadable to ensure that only the drivers that are immediately needed are consuming memory. Great attention will be paid to effective tuning, including hand-tuning source code.

I've heard Windows 95 described as a 32-bit operating system, yet I've also heard that portions of Windows 95 are implemented with 16-bit code. Are both these statements correct?

Windows 95 is a 32-bit, pre-emptive multitasking operating system that implements some 16-bit code to provide compatibility with existing applications. Windows 95 deploys 32-bit code wherever it significantly improves performance without sacrificing compatibility. It retains existing 16-bit code where it is required to maintain compatibility or

where 32-bit code would increase memory requirements without significantly improving performance. All of the I/O subsystems and device drivers (such as networking and file systems) in Windows 95 are fully 32-bit, as are all the memory management and scheduling components. Many functions provided by the Graphics Device Interface (GDI) have been moved to 32-bit code, including the spooler and printing subsystem, the TrueType font rasterizer, and key drawing operations. Windows 95 includes a 32-bit implementation of OLE. Much of the window-management code (user) remains 16-bit to help ensure application compatibility.

Does Windows 95 improve limits on system resources?

Yes. Windows 95 improves system-resource limits dramatically while maintaining compatibility with existing Windows-based applications. This means that users will not only be able to run more applications than Windows 3.1 or Windows for Workgroups 3.11, but will also be able to create more complex documents.

Plug and Play

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What is Plug and Play? What benefits does Plug and Play provide?

Plug and Play is a technology jointly developed by PC product vendors that will dramatically improve the integration of PC hardware and software. Windows 95 is a key enabling technology for Plug and Play. Plug and Play is built into all levels of Windows 95 and covers both common desktop and laptop devices, such as monitors, printers, video cards, sound cards, CD-ROM drives, SCSI adapters, modems and PCMCIA devices.

With Windows 95, a user can easily install or connect Plug and Play devices to the system, letting the system automatically allocate hardware resources with no user intervention. For example, by simply plugging in a CD-ROM and sound card, a desktop PC can be easily turned into a multimedia playback system. The user simply plugs in the components, turns on the PC, and "plays" a video clip.

Windows 95 also enables new Plug and Play system designs that can be dynamically reconfigured. For example, a Windows 95 Plug and Play laptop can be removed from its docking station while still running and taken to a meeting; the system automatically reconfigures to work with a lower-resolution display and adjusts for the absence of the network card and large disk drive.

Will Plug and Play devices work with my current system, or will I need a new system? What benefits will I receive when I purchase a Plug and Play device with my current system after I have installed Windows 95?

Windows 95 and Plug and Play devices will provide complete backward compatibility to work with systems that were not designed according to the Plug and Play specification. And when you purchase a Plug and Play device for a non-Plug and Play PC running Windows 95, you still benefit from the automatic installation features of Plug and Play add-on devices.

Application Support

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What support does Windows 95 have for applications?

Windows 95 supports applications for MS-DOS and 16-bit Windows-based applications supported by Windows 3.x as well as a new generation of 32-bit applications. It provides this support through the Win32 API, which is also available in Windows NT. This new generation of 32-bit applications will provide benefits such as greater robustness, smoother multitasking, long filename support, a new look and feel, and threads, to name a few.

When will applications that exploit Windows 95 be available?

Applications written for Windows 3.1 and Windows NT that follow guidelines provided by Microsoft will be able to run on Windows 95. There are hundreds of 32-bit Windows-based applications available today for Windows NT, and more are released every day. In addition, leading software vendors have already begun developing 32-bit applications for Windows 95, and we expect many to ship within 90 days of the ship date of Windows 95.

Networking

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Will I need new networking software to connect Windows 95 to my network server?

No. Windows 95 will continue to run existing real-mode networking components while enhancing the 32-bit protected-mode networking components first delivered with Windows for Workgroups.

What improvements will the networking support in Windows 95 offer over the support in Windows for Workgroups 3.11?

In addition to being backward compatible with today's network clients, Windows 95 will enhance the open and flexible, high-performance 32-bit networking architecture offered today with Windows for Workgroups 3.11 that enables customers to mix and match networking components. Windows 95 includes fast 32-bit, native clients for both NetWare and Windows NT Server networks; supports NDIS 2.x, 3.x and ODI drivers; and provides 32-bit NetBEUI, IPX/SPX and TCP/IP protocols. In addition, the network architecture in Windows 95 will make it possible for users to connect simultaneously to multiple networks using multiple protocols.

Will there be a Windows 95 server product?

Windows 95 will not be provided in a separate server product. Windows NT Server is the Microsoft product to use for production servers. Windows 95 does improve upon the peer-server capabilities offered in Windows for Workgroups by offering additional features for remote installation, control and administration. These features will make Windows 95 an even better product for an easy-to-use file-sharing and print-sharing LAN that is ideally suited for a small business, small department or remote office.

Can Windows 95 connect to the Internet?

Yes. Windows 95 includes the networking support you need to connect to the Internet. It includes a fast, robust, 32-bit TCP/IP stack (TCP/IP is the language used by the Internet) as well as PPP or "dial-in" support. Windows 95 supports the large number of tools used to connect to the Internet, such as Mosaic, WinWAIS and WinGopher, through the Windows(tm) Sockets programming interface. Windows 95 also includes standard Internet support, such as telnet and ftp.

Systems Management =====

What specific desktop-management features will Windows 95 enable?

The Windows 95 operating system can be set up from a network server and can be configured at the desktop to run locally or across the network. In each case, the administrator can establish a specific configuration for the installation, controlling which features are installed and which features can be accessed or altered by the end user.

Windows 95 supports policies, which are settings an administrator configures to define what applications or services users or groups of users can access using their PCs. Using policies, for example, the administrator can disable the MS-DOS prompt and the "Run" commands to prevent users from arbitrarily running applications and can disable file-and-print sharing.

To enable users to rove and use any system on the network, Windows 95 will provide user profiles. These profiles will be centrally stored, accessed when the user logs in to a Windows 95 system, and used to install the appropriate configuration and set the appropriate policies for that user. Windows 95 also enhances the security provided by Windows for Workgroups to include user-level security. Windows 95 also includes key desktop agents for popular server-based backup programs as well as SNMP and DMI. Finally, hardware installation and configuration will be made much easier and less costly with the implementation of the Plug and Play architecture in devices and systems. The Windows Registry will provide data about hardware resources. The data can be accessed by third-party vendors to provide inventory-management solutions.

Messaging and Mail =====

What is Microsoft Exchange?

Microsoft Exchange is a universal information client built into the Windows 95 user interface that can read and send electronic mail from different e-mail systems, including LAN-based systems such as Microsoft Mail, Internet mail, or mail on remote on-line system services such as CompuServe or The Microsoft Network, and can send and receive faxes and other remote messages. Microsoft Exchange in Windows 95 also includes Microsoft At Work fax software for sending and receiving electronic fax messages. Microsoft Exchange also provides an effective way to organize, sort, categorize and filter messages.

The Microsoft Network - Online Service =====

What is The Microsoft Network?

The Microsoft network is a new on-line service that Microsoft is developing to help bring the rapidly expanding world of electronic information and communication to mainstream PC users. The Microsoft Network (MSN) will bring all Windows 95 customers affordable and easy-to-use access to electronic mail, bulletin boards, chat rooms, file libraries, and Internet newsgroups. Microsoft Windows 95 customers worldwide will be able to access MSN with a local phone call. The Microsoft Network will offer a wide range of online information and services, and in particular Microsoft customers will find MSN the single best place to go to get information and support for Microsoft products. The MSN client's tight integration with Windows 95 allows customers already familiar with Windows 95 to leverage their learning, and feel comfortable on-line immediately.

Why is Microsoft getting into the online services business with The Microsoft Network?

Microsoft has long believed in "Information At Your Fingertips," and we believe that the Microsoft Network represents a major opportunity for us to deliver on that vision. Enabling PC users to easily communicate and access information is the next great opportunity in our industry. The online service business has great promise to provide consumers with that easy communication and information access, but it's still in the infancy stage and many factors must come together to make it a mainstream phenomena. Online services must offer a more compelling multimedia-rich set of publications, shopping services, games, etc., that will both attract and retain a large audience. This will require investments by both the providers of information and services, and new tools and infrastructure investments by the online service companies. Microsoft hopes to help expand this market by enabling the providers of information and services with better technology and tools, while motivating them with a more attractive business model.

Mobile Computing

=====

What improvements will Windows 95 offer for people who use a mobile or remote computer?

Windows 95 is designed to make using PCs "away from the desk" easier and more powerful for everyone. Any notebook or portable computer user will benefit from improved support in three areas: remote network access (or "dial-up networking"), hardware support, and support for the mobile work environment.

* "Dial-Up Networking" provides access to information when you're on the road. Windows 95 includes a dial-up network client that allows a mobile or remote computer to dial into popular remote networking server products, such as Shivar Netmodem, NetWare Connect and Windows NT Remote Access Services, using the same network protocols and advanced security features provided for desktop PCs. Windows 95 includes new support for the dynamic nature of mobile computer hardware. The Plug and

Play implementation in Windows 95 will support inserting, configuring and removing devices such as PCMCIA cards while the operating system is running. Windows 95 will also support automatic reconfiguration of portable computers when they are inserted or removed from docking stations or port replicators.

- * Windows 95 includes features optimized for mobile computer users. Mobile computer users face special problems because of their work environment. Electronic mail and Fax work differently on a mobile computer than they do on a desktop system. Mobile computer users must contend with limited resources, such as disk space or battery power. And many mobile computer users exchange files with a second, desktop, PC or file server.
- * The Microsoft Exchange client (see above) includes features such as Remote Mail and Microsoft At Work(tm) Fax that make staying in touch while on the road easy and reliable.
- * An enhanced version of Advanced Power Management (APM) will further extend battery life. File Viewers for the top 20 or 30 application file formats, plus support for integrated disk compression, reduce demands on hard disk space. Deferred Printing support enables storage of print jobs while on the road, for eventual printing back in the office.
- * Finally, Windows 95 will provide file-synchronization services and a direct-cable-connection file-transfer utility to simplify coexistence with other computers.

How are the remote-client capabilities in Windows 95 different from those in Windows for Workgroups 3.11?

Clients running Windows for Workgroups could dial into Windows NT Server or Windows for Workgroups-based servers only. Windows 95 supports a much more diverse remote-access environment; it can connect to the majority of the dial-in systems in common use today. Windows 95 dial-up networking has been extensively tested with Windows NT Server and other PCs running Windows 95, NetWare servers running NetWare Connect, popular network devices such as the Shiva Netmodem, and many Internet service providers. Windows 95 includes built-in protocol support for Windows 3.1 RAS, PPP (Point-to-Point Protocol, the emerging standard for dial-up networking and Internet access), SLIP, and NetWare connect. All dial-up networking and communications services are fully 32-bit, in order to increase performance and reliability.

Does Windows 95 offer any improvements in ways to roll out and support remote network access in an organization?

Yes. Windows 95 greatly simplifies remote network access. System administrators can supply end users with pre-configured network shortcuts

and pre-defined connections to remote networks. Double-clicking on a shortcut will dial the phone, log users into the network, and open the desired network resource (such as a file folder on a remote server). Alternatively, a "New Connection Wizard" steps users through the process of setting up a remote access client or server. Users no longer need to know how to set up a modem, establish a connections, or operate a remote communications package.

For small organizations, a Windows 95 PC can operate as a dial-in server. A Wizard assists with the setup process. Dial-in server functionality can be disabled, if desired.

Has Windows 95 improved support for PCMCIA cards and other hardware like docking stations?

Yes. Windows 95 offers vastly improved support for PCMCIA cards and other mobile computing devices. PCMCIA is built into the core of Windows 95. The operating system will automatically load the necessary drivers for each card as it is inserted, and unload the drivers once the card is ejected. No real-mode card or socket drivers are required. When a new card is first inserted, Windows 95 will detect the card and install the appropriate drivers automatically.

If you use a docking station or port replicator, all pertinent system settings, including video resolution, keyboard, pointing device, and network, are automatically re-configured "on the fly" when your computer is inserted or removed from the dock or port replicator. On systems featuring a Plug-and-Play BIOS, no reboot is required. On non-Plug-and-Play machines from the leading manufacturers, multiple configurations are supported automatically when the system is restarted.

I use both a desktop PC and a portable PC. What support does Windows 95 offer for this environment?

Windows 95 introduces the Briefcase, an easy-to-use interface for keeping multiple versions of files "in sync." For example, if you copy several files from your desktop PC to your laptop, the Briefcase automates the process of comparing your (perhaps edited) files to the original versions, and performing any needed copy operations to keep all the files up-to-date. The Briefcase also enables applications to provide "reconciliation handlers" that merge documents together when both the original and the copy have changed.

To simplify the process of exchanging files between two machines, Windows 95 implements "Direct Cable Connection." Direct Cable Connection provides a simple, fast, network-like connection (including security) between two machines, using a parallel or serial cable.

For More Information
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How can I obtain the latest information directly from Microsoft about Windows 95?

To help keep you informed of the latest information on Windows, Microsoft has created the WinNews information forum, which serves as an easily accessible electronic-distribution point for new white papers, press

releases and other pertinent documentation. If you have a modem or access to the Internet, you can always get up-to-the-minute information on Windows 95 direct from Microsoft on WinNews. Use the following electronic addresses to access further information:

On the Internet	ftp.microsoft.com/peropsys/win_news
On Worldwide Web	http://www.microsoft.com
On CompuServe	GO WINNEWS
On GENie(r)	WINNEWS Download area in Windows RTC
On Prodigy(r)	Jumpword WINNEWS
On America Online	Keyword WINNEWS
Microsoft Network	Computers and Software, Software Companies , Microsoft, Windows 95, WinNews

To subscribe to Microsoft's WINNEWS Electronic Newsletter, send e-mail to enews@microsoft.nwnet.com with the words SUBSCRIBE WINNEWS as the only text of your message.

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USRobotics & V.34/VFC
=====

All one need do is read the messages on any of the networks commercial or private and one can easily see consumer patience is certainly wearing very thin. Folks are trying to organize class actions, petitions and other some such "get even" or "get their attention" tactics.

The hullabaloo seems to be primarily around the new v.34 code USR is implementing for its variety of modems. Especially the Sportster model. With all the clamoring, one can only wonder if this entire situation could have been avoided had the company gone about its business quietly. The truth is... they tried. But the anxious consumers and the ever hungry for speed sysops were in a lurch that place USR in a very tight spot. It seems the competition was on the market first with V.FC a Rockwell devised set of codes that achieved 28.8 bps. Now comes the uproar.. In USR's ears by their loyal userbase. "Where's ours?" Could be heard far and wide. Possibly rightfully so. After all was USR sitting on their duffs and letting the modeming community pass them by? Not hardly. It appears that the V.FC code was released to modem manufacturers so all the modems could "talk to each other" which is good. Wouldn't you know it though that Rockwell's programmers decided to "make a few changes" after the code was released. Brilliant eh? It caused untold levels of bedlam. Even 'till today.

USRobotics is about to begin shipping, if they haven't already, their new chipsets for the Sportster and they do have the NEW SDL file (12/02/94) available on their BBS for D/L. Now the trick is to get this new code to as many people as possible in the shortest amount of time. And... to make sure the SDL Flash Rom code for their other modems is universally available. Many have noticed their support person on one major commercial service has remarked the NEW SDL file was available there in USR's library but when one goes and looks for it all they find is an SDL file from November for their German Users as the MOST RECENT file placed out for D/L! This only typifies the chaotic impression the general public is getting about the way things are done. Come on USR, let's get the CURRENT (12/02) SDL file out and available to the loyal users. After all, they ARE paying the bills. USRobotics has made it very clear they've hired more personnel to handle the transition to V.34 and have promised an easing of the logjam. This is in direct response to the consumers having made themselves heard. Kudos to USR for responding in a positive manner.

> DVORAK NEWSWIRE! STR InfoFile

DVORAK, NAVCIS & GOODIES!
=====

TECH SUPPORT CLOSED FOR the NEW YEARS HOLIDAY: JAN 1 & 2

Technical support will not be available in the forum on Sunday, Jan. 1, or on Monday, Jan. 2. Please, if you can possibly avoid it, do not post any messages on Sunday or Monday. Otherwise the backlog of messages may prove too much for us to handle when we come back on-line. Thank you! Dvorak Development offices will also be closed on those days.

HAPPY NEW YEAR!

We'd like to wish all NavCIS users, whether using NavCIS SE, NavCIS TE or NavCIS Pro, a very Happy New Year. May 1995 bring you much happiness, good health, and prosperity.

WHAT WILL 1995 BRING?

We'd like to let you know about some planned upcoming products from Dvorak Development in 1995:

1. NavCIS 1.5 Performance Upgrade -- faster, but no significant new features: target release, January.
2. Sysop version of NavCIS: target release, 1Q.
3. OUI: Off-line Usenet Interface (see below for more info): 1Q.
4. NavCIS 2.0: MDI, script engine, personalized storage, enhanced threading and much, much more: 2Q.
5. NavCIS for Windows NT, true 32 bit, multi-threaded version: 2Q.
6. NavCIS for Windows 95, true 32 bit, multi-threaded version: ??
(will be released on or about the same date as Windows 95)

NavCIS for Mac and NavCIS for OS/2 are also under serious consideration at this time. Please let us know your vote in section 8. Unfortunately, we cannot provide any further information or details about any of the above points until we are much closer to actual product release.

OUI (tm): Off-line Usenet Interface

This handy Windows program allows you to navigate the Internet's Usenet newsgroups via CompuServe's USENET gateway. We've used our NavCIS experience to design a superior off-line navigator that makes using Newsgroups as easy as CompuServe forums. To learn more, download the file OUI.TXT from lib 1.

Thank you for your continued support!

--Dvorak Development

Dec. 27, 1994

OUI (tm)
Off-line Usenet Interface
for Windows

Many NavCIS users have been asking us for an advanced off-line navigator that makes Usenet newsgroups as easy to use as CompuServe forums. We've taken our NavCIS experience and applied it, listened to our users, studied and tinkered, and soon we'll be releasing our Windows version of OUI (pronounced "whee").

OUI uses CompuServe's USENET gateway to access the Internet's Usenet newsgroups. Using off-line technology developed and used by thousands of NavCIS users, OUI makes using the thousands of newsgroups easy and affordable.

This product will pay for itself in a month or two if you've been a

moderate CompuServe USENET user. And it's perfect if you've been wanting to learn about the USENET but have been put off by the cost (its billed as an extended forum) or complexity.

Features:

- * Windows MDI interface, makes Usenet easy to learn, easy to use.
- * Powerful search and index options allow you to quickly find Newsgroups that interest you.
- * Powerful threading features let you find conversations that interest you... you can see threads BEFORE you download messages, as well as track, ignore, and store threads according to your tastes.
- * Twit filters allow you to ignore input from selected users.
- * Personalized storage lets you store and retrieve messages and threads by your selected criteria.
- * Read and reply easily using split windows.
- * User definable auto-quote characteristics.
- * Built in multi-lingual spell checker.
- * Built in UUencoding and UUdecoding.
- * Full integration with NavCIS 2.0 when it becomes available.
- * Extensive dual-window help with Index and Glossary.
- * Includes NavImage... our powerful graphics editor (GIF, JPG, BMP, PCX, TIF and TGA support).

What does it cost?

- * \$39 via download or \$42 via disk and mailed.
- * Only \$19 for registered NavCIS Pro users via download or \$22 on disk and mailed.

System Requirements:

Requires Windows 3.1 running in enhanced mode. 386/20 or faster with 4mb RAM minimum. Mouse, modem and 5mb hard disk space. CompuServe account.

Anticipated Release:

OUI will be released before the end of the first quarter of 1995.

How is OUI packaged?

OUI is a disk based product and does not include a written manual. Rather, it features powerful on-line help that is concise, well written and easy to use. OUI can be downloaded from the Dvorak forum or ordered on diskette for a slightly higher cost.

Can I order it now?

No. We do not want to take your money and deliver something that doesn't live up to your expectations. We'd rather you download and try the TE (15 day demoware Timed Edition) before you decide to purchase OUI. The TE version will be located in LIB 1 of the DVORAK forum.

Can I beta test it?

Currently we are not seeking beta testers. Please do not request a beta testing slot. When and if we do a public beta, a forum announcement will be made seeking volunteers.

Thank you for your interest. We hope you'll enjoy this product and find

request a return receipt, enter a carbon list to send a single message to multiple users, enter routing info, set a packout date, upload message text using any protocol, upload .REP packets, and more.

- Message display changes including: a new header display format that is switchable between a long (6-line) format and a shorter (4-line) format, long TO, FROM and SUBJECT lines, non-scrolling message headers, sysop-selectable colors for message headers.
- Message reading changes including: the ability to read new mail immediately after login, the ability to force specific security levels to read new mail upon login, create .QWK packets, additional reading commands to read mail that is TO or FROM a specific user, read mail that is NEW after a specified date, read mail in conferences that have personal mail waiting, capture and download a single message, faster message scans and reading, flag or view file attachments or any other file while reading messages, and more.
- Further support for CD-ROM drives, including the ability to copy files down to a local staging area prior to starting the file transfer. Also, files can be processed prior to starting the file transfer.
- Integration of FILE_ID.DIZ detection allowing files to be uploaded with embedded descriptions while avoiding asking the caller for a description.
- Conference changes include: INTRO screens to describe the conference, passwords for joining, ALLFILES.LST for scanning across all conferences before allowing uploads, conference-specific commands, auto-register flags, and more.
- Additional settings, available on a per-conference basis, include: Force echo mail, allow Internet (long) TO: names, make conference read-only, disallow private messages, security level to enter a message, and more.
- Uploading now scans for matching archive files regardless of extension prior to allowing a file to be uploaded.
- Adding new conferences is easier by cloning an existing conference. Also, the message base can be created automatically.
- Support for modems that provide Caller-ID and FAX capabilities.
- New, on-the-fly, File and Byte Limits as well as File and Byte Ratios.
- Aliases can now be used in specific conferences and by callers with specific security levels. The ability to change the alias, once selected, can be disabled.
- Multiple simultaneous logins, for a user of a given security, are now possible. This could be used for a demo account, etc.
- Increased user friendliness by interpreting previously invalid (but commonly used) commands.
- Built-in support for multiple event handling. These include multiple events per day, node-specific events, events that should only be run on a specific date, or events that should be run on specified days of the week.

- New, ONLINE, packing of the USERS file. It is no longer necessary to keep the BBS down while packing your users file.
- Additional information can now recorded and tracked in the user records such as: full address, password monitoring, user verification information, caller statistics (# of and type of security violations, login speeds, etc), and up to 5 lines of notes about each user.
- The password monitoring requires that passwords meet a sysop-selectable minimum length requirement, new passwords cannot duplicate any of the previous passwords on file for that user, new passwords cannot contain the user's name or user-id.
- Added FOSSIL support for the /M (MultiPort) version. PCBoard/M will now work with an existing FOSSIL driver, or with the comm driver supplied with the software, or with the built-in asynch driver for standard comm ports.
- Greater control over display macro substitution, including padding, centering, etc.

** Coming soon.. A full, feature by feature, comparison of PC Board BBS and WildCat BBS. Reportedly the two most popular BBS programs available in the PC World.

> STR InfoFile
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HSC SOFTWARE NEWS!
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Attention: We have a new sales account! CIS 74431,2012

Questions regarding sales, ordering, upgrades, shipping and any other non-technical support issues are best directed to this address.

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 GO KPTSUPPORT (Graphics B Vendor Forum)

Thank You

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 6303 Carpinteria Ave.
 Carpinteria, CA 93013

Phone (805) 566-6200
 FAX (805) 566-6385

The HSC Sales toll-free number is (800) 472-9025.

HSC Software's products have achieved recognition as powerful tools for graphics and image creation, enhancement, conversion, and multimedia authoring for users of IBM and Macintosh systems.

HSC Software's current line of retail products includes:

Kai's Power Tools (tm)

"Adobe Photoshop and KPT together are a creative explosion!"

Kai's Power Tools (KPT) is a collection of 33 powerful effects and filter plug-ins for Adobe plug-in compliant products such as Photoshop, Photostyler, Corel Photo-Paint, Fauve Mattisse, Picture Publisher, Altamira Composer and Painter. The product is available for both the Mac and Windows environment.

KPT significantly expands the ability of users to manipulate scanned or computer generated grayscale or color images. The product has been hailed by Adobe, SuperMac, and many publications as "the" indispensable add-on for users who want to create complex and unusual blends, textures, and image effects that are impossible with traditional methods.

Current Versions

MacIntosh and PowerPC 2.1
Windows 2.0
Retail Price \$199.00

KPT Bryce (tm) for MacIntosh

It's hard to know where to begin to describe this product. Let's just say that it has won every award imaginable and left thousands of people hopelessly glued to their Macs for days at a time. A quick description might read: A standalone product for Mac and PowerPC with which you can create 3-D landscapes ...real and surreal. The tools in this package and their implementation will wow people who have worked with any sort of rendering/3D program.....and those that haven't. You don't need to be an experienced user to easily create incredibly beautiful landscapes and worlds visible before only in your mind. This is the new era in creativity. Don't let the low price fool you.

Current Version

MacIntosh 1.0
PowerPC 1.0
Retail Price \$199.00

HSC Digital Morph (tm)

"A Powerhouse of Special Effects."

HSC Digital Morph provides you the best in morphing and warping for Microsoft Windows. Animated morphing and warping, studio quality

special effects, powerpacked performance, multimedia animation tools, compatibility with Video for Windows and Autodesk Animator, cutouts, high resolution imaging, on-line help, and extensive file format support are all available.

Current Version 1.0
Retail Price \$149.00

HSC InterActive (tm)

"The intuitive Windows authoring system the delivers the power of advanced multimedia to your desktop."

In HSC InterActive, icons representing functions or tasks are moved from an icon library and connected into a flowchart that graphically depicts the application's logic. Content, including text, graphics, animation, audio, and/or video via Microsoft MCI drivers is added to the icon structure using dialog boxes.

HSC InterActive's flow charting metaphor makes building powerful applications simple for the graphics designer, illustrator, business presenter or other non-programming professional.

In addition to the main authoring interface, HSC InterActive includes Graphics Editor (paint/imaging program), IconAnimate (path based animations creator), and Rezolution (screen capture/image conversion utility).

Current Version 2.0
Retail Price \$295.00

Please call or write to order or obtain information on these products. Additionally, our multimedia production facilities "Digital Beach" can create world-class demos and presentations for your company.

Thank You

Jon Swift
Director of Technical Services
HSC Software
CIS 75300,2707
jswift@hsc.com

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

For a limited time only; If you wish to have a FREE sample printout sent to you that demonstrates FARGO Primera & Primera Pro SUPERIOR QUALITY 600dpi 24 bit Photo Realistic Color Output, please send a Self Addressed Stamped Envelope [SASE] (business sized envelope please) to:

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P.O. Box 6672

Jacksonville, Florida 32205-6155

Folks, the FARGO Primera Pro has GOT to be the best yet. Its far superior to the newest of Color Laser Printers selling for more than three times as much. Its said that ONE Picture is worth a thousand words. Send for this sample now. Guaranteed you will be amazed at the superb quality. (please, allow at least a one week turn-around)

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

:HOW TO GET YOUR OWN GENIE ACCOUNT:

Set your communications software to Half Duplex (or Local Echo)

Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type: XTX99587, CPUREPT then, hit RETURN.

Fire up that high-speed modem and head for your favorite GENie Software Library! Effective October 10, 1994, you'll be able to participate in an open beta test, offering access to GENie Services at 9600 bps for as little as \$5.00 per hour.

As a result of an arrangement with Sprint, GENie will be offering 9600 bps access from almost 300 SprintNet locations. Best of all, this high-speed access will not be subject to high-priced surcharges. The normal \$2.00 per hour SprintNet surcharge will apply...even at 9600 bps! This open beta test is expected to run through the end of the year.

To find the number of the SprintNet access number nearest you, simply type PHONES at any GENIE menu prompt (or use the "Move To Keyword" option in GENIE for Windows and type PHONES). Remember, this rate applies only to 9600 bps access via SprintNet. So be sure to choose the access number showing "9600" in the "Baud Rate" column AND "SprintNet" in the "Network" column.

From the "Fine Print" department, please note that the \$2.00 per hour surcharge for SprintNet access is applicable even during your initial four hours of monthly usage.

So, whether you're into downloading software, reading bulletin boards, or accessing databases, it's about to become cheaper to do it faster!

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[illegible]

The figure shows a 6x6 grid of 36 squares. Each square contains a unique geometric pattern composed of horizontal, vertical, and diagonal lines, some of which are solid and others dashed, along with small dots. The patterns vary in complexity and orientation across the grid.

The Macintosh RoundTable

Managed by SyndiComm

An Official Forum of the International Computer Users Group

*** STReport available in MAC RT ***
ASCII TEXT
for ALL GENIE users!

MAC/APPLE SECTION (II)
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> Adobe Premiere STR InfoFile
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Adobe Premiere Version 4.0
for Windows
Now Available

Adobe Systems Incorporated announced the immediate availability of Adobe Premiere Version 4.0 for Windows, a major upgrade of its widely acclaimed digital video production application. Adobe Premiere Version 4.0 for Windows incorporates powerful new features for video, film and multimedia professionals who create digital movies in the Microsoft Video for Windows Audio/Video Interleaved (AVI) or Apple QuickTime for Windows format.

Adobe Premiere 4.0 for Windows provides more creative power with features such as titling, motion control, 99 audio and 99 video tracks, and unlimited filters and transitions. The new release also offers many professional-level features, such as support for capturing and making movies at 29.97 frames per second (true NTSC frame rate); Edit Decision Lists (EDLs); SMPTE timecode; 60-field video processing; a new Trimming window, and improved dynamic previewing with the ability to compile and cache only those sections of a preview that have changed.

Version 4.0 for Windows comes standard with a Deluxe CD-ROM at no additional cost to users and includes Adobe Photoshop 2.5 LE software and Adobe Acrobat Reader software. The CD-ROM also includes multimedia tutorials on new features, digital audio, video and still-image clip files and electronic documentation. Also included are Adobe Type Manager software, which comes standard with 30 fonts, and an additional 23 of Adobe's Type 1 fonts via the Adobe Type On Call CD-ROM.

"Overall, I am elated with Adobe Premiere with Windows," said Alan Teitel, president of Suntel, an independent film producer in New York. "I am able to do things with Premiere that until now were strictly for high-end studios. Adobe Premiere opens up a lot of areas besides straight video editing, where few dared to travel, both in time-lapse photography and stop-action animation. "Essentially, Adobe Premiere is empowering producers in all price ranges by giving them the ability to create

products and projects that better communicate their ideas for selling their own products, services or affiliations much more cost effectively. And because Premiere is hardware and resolution independent, the same software can be used in a training environment all the way up through the professional finishing environment."

New Features

Adobe Premiere 4.0 for Windows adds many other new features, including an enhanced Movie Capture window to retrieve and import movies into the program. The Movie Capture window offers a VCR-like control panel that displays timecode, in and out points, an auto-record option and a log-in/out command to log clips into a batch list for digitizing. With Adobe Premiere 4.0, users can control professional and consumer video equipment. In addition, an assortment of tools in the new Title window lets users create and manipulate a variety of visual titling elements and supports both Adobe Type 1 and TrueType fonts.

A wide range of motion control settings within the new Motion Settings window provides previews, distortion, time-line indicator points, rotation, zoom, delay, fill color, loading/saving motion settings and alpha channel support. Adobe Premiere 4.0 for Windows also supports subpixel processing for smooth motion as well as EDL formats CMX 3400, CMX 3600 and Generic, Grass Valley and Sony BVE EDL formats. Other formats can be added as plug-in extensions.

Version 4.0 also adds many other new features, including an enhanced Project window with folders and labels for organizing clips, an improved Clip window with frame-by-frame control and playback from in and out points; new transition effects, including a Transition Factory to create unlimited custom effects; new filters, plus a Filter Factory to create unlimited custom filters.

Adobe Premiere 4.0 for Windows allows users to vary filters over time; new key types offer a variety of matte and screen treatments; unlimited markers for marking audio and video and snapping edits; editing tools such as automatic insert edit, ripple and rolling edits; track locking and unlocking; predefined project preset options for optimizing specific tasks such as creating videos, films or CD-ROMs, and the ability to define custom presets that can be saved for later use.

In addition, the program supports capturing and making movies at 29.97 frames per second as well as rates of 30, 25, or 24 fps; 60-field processing output to FLC/FLI formats and numbered BMP, TIFF and TGA still-image formats, and an AVI movie analysis tool to display movie characteristics. The open plug-in architecture allows third-party developers to add functionality through plug-in modules such as import, export, device control, transitions and filters.

System Requirements

The minimum system requirements for Adobe Premiere 4.0 include an Intel 386, Intel 486 or Pentium-based PC with 8 megabytes of RAM and a 100-megabyte hard drive running Windows 3.1 or greater, and MS-DOS 5.0 or greater. In addition, a 256-color display adapter and monitor and mouse or other pointing device are required.

For optimal performance, Adobe recommends a 66-MHz or greater Intel 486 or Pentium-based PC with 16 megabytes to 32 megabytes of RAM and a 500-megabyte to 1-gigabyte hard drive running Windows 3.1 or greater and

MS-DOS 5.0 or greater. To maximize performance, a 24-bit color display adapter and monitor, Microsoft Video for Windows-compatible video capture card, sound card, speakers and mouse or other pointing device are highly recommended.

Price and Availability

Adobe Premiere 4.0 for windows is available immediately from Adobe authorized resellers. Through February 15, 1995, Version 4.0 will be offered at a special introductory price of \$495, \$200 less than the suggested retail price of \$695.

Registered users of Adobe Premiere 1.0 or 1.1 can upgrade to Version 4.0 for a special price of \$129 until February 15, 1995. After that date, the upgrade price will be \$179. Customers who purchased and registered the retail version of Adobe Premiere 1.1 for Windows on or after September 12, 1994, will receive a free upgrade. For more information, customers should contact Adobe at 1-800-833-6687.

Adobe Systems Incorporated, founded in 1982, is headquartered in Mountain View, California. Adobe develops, markets and supports computer software products and technologies that enable users to create, display, print and communicate electronic documents. The company licenses its technology to major computer, printing, and publishing suppliers, and markets a line of application software and type products for authoring visually rich documents. Additionally, the company markets a line of powerful, but easy to use, products for home and small business users. Adobe has subsidiaries in Europe and the Pacific Rim serving a worldwide network of dealers and distributors. Adobe recently completed a merger with Aldus Corporation and Adobe's 1993 revenue on a combined basis was approximately \$520 million.

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> Sound Blaster AWE32 STR Spotlight

Sound Blaster AWE32
=====

Highest Quality Audio for any Application

* CD-quality digital audio and symphonic sounding music for the ultimate audio experience

- * Advanced WavEffects synthesis means real instrument sounds, with chorus and reverb effects, instead of synthesized sounds.

Advanced Audio Technology

- * DSP technology provides special effects and optimizes performance on any system. DSP 4.0
- * Add downloadable sound samples for your music compositions
- * Advanced Signal Processor technology provides hardware compression/decompression, Qsound 180 degree soundscape and advanced text-to-speech synthesis

Sound Blaster Compatible

- * Only Sound Blaster products ensure 100% compatibility with all software written for the Sound Blaster audio platform

Flexible Design Allows You To Upgrade

- * Add your choice of CD-ROM drive: Sony, Mitsumi or Creative
- * Add additional memory (up to 28MB) as your needs demand

Easy to Install

- * Menu-driven software installation
- * Automatic DOS and Windows driver installation
- * Software configurable interrupts and DMA

Features & Specifications

Digital Audio

- * 8 and 16-bit selectable stereo sampling and playback
- * Sample and playback rates from 5 kHz to 44.1 kHz
- * Real-time hardware compression and decompression

Advanced WavEffects Synthesis

- * Pro audio sounds from E-mu Systems
- * Uses the EMU8000 sound and effects generator
- * 16 channel, 32-note polyphony
- * 128 instruments
- * General MIDI compliant
- * Supports General MIDI, Sound Canvas, and MT-32 sound sets

Audio Effects

- * MIDI: reverb, chorus, pan
- * Digital audio: Qsound Virtual Audio

Sound Samples

- * 1 MB ROM of GM sound samples
- * 512 KB RAM for downloading samples
- * 2 SIMM sockets for user upgrade (2x1 MB SIMM, 2x4 MB SIMM, 2x16 MB SIMM) for storing additional sound samples (28 MB max. addressable RAM)

FM Synthesis

- * 20 note, 4 operator synthesizer
- * Backward compatible for complete support of existing applications
- * FM synthesis can be enhanced with reverb & chorus

Mixing

- * DOS- and Windows-based mixer utilities
- * Recording sources: MIDI, CD audio, Line-in, Microphone (mono), PC speaker.
- * Playback mixing: Digitized audio, MIDI, CD audio, Line-in, Microphone (mono), PC speaker
- * Bass and treble control (15 levels at 2 dB increments)
- * Digitized audio, MIDI, CD audio, Line-in, Microphone and master volume control (32 levels at 2 dB increments)
- * Input/Output gain select
- * Microphone automatic gain control select

MIDI Interface

- * Built-in 15 pin MIDI interface
- * MPU-401 UART support (General MIDI and Sound Canvas support through software)
- * 64-byte FIFO full duplex MIDI timestamp

Joystick Port

- * MIDI interface doubles as a joystick port
- * Dual joystick and MIDI adapter cables available as options

CD-ROM Interface

- * User selectable CD-ROM interface
- * Connect Sony, Mitsumi, TEAC CD55a or Creative CD-ROM drive
- * Internal CD audio cable included (Sony CDU31A, 33A, Mitsumi FX001 series, Creative CR-523, 563)

Microphone

- * High-performance, hands-free, ergonomically designed, condenser microphone included
- * Selectable automatic gain control

Onboard Connectors

- * Line input
- * Microphone input
- * Line output
- * Amplified output (4W PMPO)
- * 15 pin MIDI/Joystick connector
- * CD-ROM interfaces
- * CD-audio connector

System Requirements

- * 80386 or higher processor
- * 2 MB RAM (4 MB recommended)
- * Full-length 16-bit slot
- * DOS 3.1 or higher

- * Windows 3.1 (for Windows software)
- * EGA or VGA (VGA recommended)
- * Speakers or Headphones

Warranty

Sound Blaster AWE32 is backed by a one-year limited hardware warranty covering parts and labor.

Sound Blaster Series Hardware Settings 12/94

You can generally tell which type of card is in a system by examining the SET BLASTER statement. A typical SET BLASTER statement follows:

```
SET BLASTER=A220 I5 D1 H5 P330 T6
```

This indicates that the card is using base address 220, IRQ 5, Low DMA Channel 1, High DMA channel 5, MIDI port address 330, and card type 6. SB 1.0, 1.5, 2.0 and Pro cards will not have 'H' or 'P' parameters. AWE-32 cards may also have a 'E' parameter which indicates the location of the first portion of the AWE address range on the card.

The possible card types are:

- T2 - Sound Blaster Pro 1
- T3 - Sound Blaster 1.0, 1.5, 2.0
- T4 - Sound Blaster Pro 2
- T5 - Sound Blaster Pro Microchannel version
- T6 - Sound Blaster 16, SB16 AWE-32
- T10 - Sound Blaster Microchannel version

All of our cards can be identified by the CT number on the card; this list currently only covers cards officially released by Creative in the United States. Cards are listed roughly by order of introduction. Default selections for a setting are indicated with [] (square brackets) around the setting. All of our sound cards also make use of the standard Adlib addresses (388h-389h), and game port addresses (200h-207h).

Sound Blaster 1.0 & 1.5 (CT1310, CT1320, Discontinued)

```
IRQ:  2, 3, 5, [7]
DMA:  [1]
I/O:  210, [220], 230, 240, 250, 260 ; Range: 2x0h-2xEh
```

Sound Blaster MCV (CT5320, Discontinued)

```
IRQ:  2, 3, 5, [7]
DMA:  [1]
I/O:  210, [220], 230, 240, 250, 260 ; Range: 2x0h-2xEh
```

Sound Blaster 2.0 (CT1350)

```
IRQ:  2, 3, [5], 7
DMA:  [1]
I/O:  [220], 240 ; Range: 2x0h-2xEh
```

Sound Blaster Pro 1 (CT1330, Discontinued)

```
IRQ:  2, 5, [7], 10
```

DMA: 0, [1], 3
I/O: [220], 240 ; Range: base + 13h, ex: 220h-233h

Sound Blaster Pro MCV (CT5330, Discontinued)

IRQ: 2, 5, [7]
DMA: 0, [1], 3
I/O: [220], 240 ; Range: base + 13h, ex: 220h-233h

Sound Blaster Pro 2 (CT1600)

IRQ: 2, [5], 7, 10
DMA: 0, [1], 3
I/O: [220], 240 ; Range: base + 13h, ex: 220h-233h

Sound Blaster 16 Basic/Value (CT1730, CT1740, CT2740, CT2749, CT2770,
CT2230C, CT2239C)

IRQ: 2, [5], 7, 10
LDMA: 0, [1], 3
HDMA: [5], 6, 7
I/O: [220], 240, 260, 280 ; Range: base + 13h, ex: 220h-233h
MIDI: 300, [330] ; Range: 3y0h-3y1h

Sound Blaster 16 MultiCD (CT1750, CT1759, CT2230, CT2239)

** Includes the base address range for the Sony CD-ROM interface.

* MtsmI/O, etc are the settings for the Mitsumi CD-ROM controller.

IRQ: 2, [5], 7, 10
LDMA: 0, [1], 3
HDMA: [5], 6, 7

** I/O: [220], 240, 260, 280 ; Range: base + 13h, ex: 220h-233h

*MtsmI/O: 310, 320, [340], 350 ; Range: 3z0h-3z3h

MtsmDMA: 6, [7]

MtsMIRQ: 3, 10, [11]

MIDI: 300, [330] ; Range: 3y0h-3y1h

Sound Blaster 16 SCSI-2 (CT1770, CT1779)

IRQ: 2, [5], 7, 10
LDMA: 0, [1], 3
HDMA: [5], 6, 7
I/O: [220], 240, 260, 280 ; Range: base + 13h, ex: 220h-233h
MIDI: 300, [330] ; Range: 3y0h-3y1h
SCSI I/O: 140, [340] ; Range: base + 1Fh, ex: 340h-35Fh
SCSI IRQ: 9, 10, [11], 12

Sound Blaster 16 AWE-32 (CT2760, CT3780) -

***This card is effectively a SB16 MultiCD card with the following addition:

AWE I/O addresses are based on the base I/O of the card. The AWE portion takes 3 separate address ranges in the form: 6x0h-6x3h

Ax0h-Ax3h

Ex0h-Ex0h

For example, if the base address of the card is 220, then its regular base address range is 220h-233h and the AWE base address ranges are from 620h-623h, A20h-A23h, and E20h-E23h.

IMPORTANT NOTICE!

=====

STReport International OnLine Magazine is available every week for your reading pleasure on DELPHI. STReport's readers are invited to join DELPHI and become a part of an extremely friendly community of enthusiastic computer users there.

SIGNING UP WITH DELPHI

=====

Using a personal computer and modem, members worldwide access
DELPHI services via a local phone call

JOIN --DELPHI

Via modem, dial up DELPHI at 1-800-695-4002

then...

When connected, press RETURN once or twice

and...

At Password: type STREPORT and press RETURN.

DELPHI's 20/20 Advantage Plan

20 Hours for Only \$20!

Advantage Members have always enjoyed the lowest DELPHI access rates available. On the new 20/20 Advantage Plan, members receive their first 20 hours of access each month for only \$20. If you happen to meet someone OnLine or find some other diversion, don't worry because additional usage is only \$1.80 per hour.

20/20 Advantage rates apply for access via SprintNet or Tymnet from within the continental United States during home time or via direct dial around the clock. Home Time is from 6pm to 6am weekdays. Access during business time carries a surcharge of \$9 per hour. These rates apply for most services, but note that there are some surcharged areas on DELPHI which are clearly marked with a "\$" sign.

Who is eligible to take advantage of the plan? Any DELPHI member in good standing. Applications are reviewed and subject to approval by Delphi Internet Services Corporation.

It's easy to join. If you meet the eligibility requirements, you can apply OnLine -- at any time -- for membership in the DELPHI 20/20 Advantage Plan. Your membership becomes active at 4 a.m. Eastern Time on the first billing day of the following month.

The \$20 charge will be billed to you at the beginning of the month to which it applies. Any portion of the 20 hours not used in any month does not carry forward into the next month.

Advantage rates may be changed with 30 days notice given OnLine.

TRY DELPHI FOR \$1 AN HOUR!

For a limited time, you can become a trial member of DELPHI, and receive 5 hours of evening and weekend access during this month for only \$5. If you're not satisfied, simply cancel your account before the end of the

calendar month with no further obligation. If you keep your account active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan, where you can use up to 4 weekend and evening hours a month for a minimum \$10 monthly charge, with additional hours available at \$3.96. But hurry, this special trial offer will expire soon! To take advantage of this limited offer, use your modem to dial 1-800-365-4636. Press <RET> once or twice. When you get the Password: prompt, type IP26 and press <RET> again. Then, just answer the questions and within a day or two, you'll officially be a member of DELPHI!

DELPHI-It's the BEST Value and getting BETTER all the time!

ATARI/JAG SECTION (III)

=====

Dana Jacobson, Editor

> From the Atari Editor's Desk
"*****"

"Saying it like it is!"

Wow, it's hard to believe that 1995 is just around the corner! Where has this year gone? It didn't seem that long ago that I was suffering from a bout with double-pneumonia (almost a year ago today) and being bed-ridden for over a month.

I hope that everyone's Christmas/Hanukkah holidays were enjoyable. It was nice to have a long weekend, for a change. I finally got a chance to look at a few programs that I've been putting off for ages! I even managed to get in a few hours in on the Jaguar, something that I haven't had much time for in recent weeks. Maybe some day I'll get to finish one of these games!

I had all kinds of ideas as to how I wanted to end this year of issues. But somehow, once I started to work on a number of them, it seemed pointless to re-hash the year's events. It hasn't been a spectacular year for Atari computer users; and worse than previous years for most of us. I guess that I can sum it all up by stating that I'm still glad to be using Atari machines. My STs are still my computers of choice and I can't see myself using anything else for my primary needs. I use a PC at work, and frankly, it's used FOR work. But for my purposes, I don't want it to be a chore to use my computer; it's got to be fun as well as productive. We just received our copies of the upgrade for Microsoft Office for Windows - 25 disks to install the entire package! It took over an hour to install! Yes, that's fine, for work...

Instead of all of the "year-in-review", the good times, the bad times, and whatever - let me just simply wish all of you a very happy and prosperous New Year. If you're going to party, please don't drink and drive! We want to see you ALL back here next week.

STalker 3.02 to 3.03 Patch Program

This program will upgrade STalker version 3.02 to version 3.03. It will ONLY upgrade version 3.02.

This program is copyright ' 1994 by Gribnif Software. All rights are reserved. This program may be freely distributed to all legitimate registered users of STalker 3.

Any questions or comments, please contact us at:

Gribnif Software, P.O. Box 779, Northampton, MA 01061, USA
Tel: (413) 247-5620, Fax: (413) 247-5622
GEnie: GRIBNIF
Internet: gribnif@genie.geis.com

What is needed to upgrade

=====

1. An un-modified, registered, STalker 3 Master Disk, version 3.02.
2. A hard disk or a blank formatted floppy disk (to place the STALK303.PRG and STALK303.DAT on).

How to upgrade your STalker version 3.02 to version 3.03

=====

1. Make sure you have made a backup copy of the STalker 3 Master Disk.
2. Place the STALK303.PRG and STALK303.DAT on your hard disk or on the blank floppy disk (it may need the extra disk space to write some temporary files, depending on free memory.)
3. Run the STALK303.PRG and follow the on-screen prompts.
4. Once you have finished upgrading your master disk to version 3.03, make a backup copy of this newer version.

**** VERY IMPORTANT STEP, READ CAREFULLY ****

5. To install the newer version on your system, you MUST replace the following STalker 3.02 files in your system with the 3.03 version files from the newly upgraded disk. You can either do this from the desktop, or by using the INSTALL.PRG on the STalker disk:

\STALKER.ACC
\STALKER.PRG (copied from STALKER.PRG on the master disk)
\STALKER.RSC

If you get an error message

=====

If your STalker 3 Master Disk has been modified in any way (including moving files around), the patch program will not be able to perform the upgrade. You will get an error message indicating that this has

happened. In this case, you should mail us the disk so that we can upgrade it.

To have your disk upgraded by us, you need to:

1. Send in your original, registered, STalker 3.02 Master Disk.
2. Enclose a U.S. check for \$5 + \$2 shipping & handling (\$7 total).
3. Enclose a note with your name, address, and daytime phone number.

In return you will receive the upgraded 3.03 Master Disk. If you have already purchased this patch disk from us for \$5, please just include your original disk and \$2.

Helpful Hints

=====

- o If you are having trouble with lost characters, the very first thing to do is try running AUXINIT.PRG. If using rates > 19200, you may also find it helpful increasing the size of the buffer to the maximum, 31K.
- o When using high speed modems (9600 baud or greater) you will have to use h-ware (RTS/CTS) flow control, rather than XON/XOFF flow control. Several pointers:
 - o Make sure STalker is configured for RTS/CTS in the Port Settings dialog for each service you plan to connect to at high speed.
 - o Make sure your modem is set for RTS/CTS. This varies from modem to modem; some use an AT command, others a DIP switch. Consult your modem's manual for more information.
 - o Run the appropriate combination of patch programs. These can be found in the EXTRAS folder of your STalker disk:

TOS version	Port	Program(s)
1.0-1.6x	ST-compatible	SERIALFX
2.00-2.05	ST-compatible	SERIALFX and SERIALFX
	other	SERPTCH
2.06	ST-compatible	SERIALFX
	other	none needed
3.00-3.05	ST-compatible	SERIALFX and SERIALFX
	other	SERPTCH
3.06	ST-compatible	SERIALFX
	other	none needed
4.0x	Falcon	none needed

Because STalker reconfigures the Falcon serial port and the "non-standard" ports on the Mega STe and TT by writing directly to the hardware registers for those devices, other serial patch programs may not work properly with these ports when STalker is running.

- o If, after dialing a service, you notice that you cannot access any of STalker's functions and the "Dial" menu title is still selected, then this most likely means that there is a problem with your autologin sequence for that service. Press Undo to cancel the autologin and then check the appropriate entry in the Autodialer Directory.
- o If you use the GDOS replacement NVDI, you may notice accessing the "STalker preferences" dialog will sometimes cause the terminal font to revert to the system font. Selecting the preferences dialog a second time will restore the setting and allow you to reset the font in the

Terminal dialog. This seems to be due to a bug in NVDI.

Changes for STalker 3.03

=====

The Preferences dialog has several new items:

- o The first is an option to toggle the menu in a window feature.
- o The second is to toggle usage of the new Atari Clipboard. Drive Z is now a valid drive letter, so to use the Atari Clipboard standard it is necessary to select this option in the dialog.
- o Next is an option to turn off the Blitter chip, if present, when STalker first runs and then turn it back on when STalker quits. At high speed on some machines, the Blitter causes problems with serial communications.
- o "Alert before clearing buffer" will display an alert before allowing the keyboard sequence [Control][Clr] to clear the buffer.

After marking a block, the pop-up menu will disable the Print option if STalker doesn't detect a printer online and ready. Similarly, the menu item "Send text to printer" is disabled if the printer is not ready.

It is now possible to turn off Remote Mode by selecting the menu item Remote Mode. The menu item now acts like a toggle. Furthermore, it is no longer possible to Save Configuration with Remote Mode enabled. [Shift][Tab] will invoke STeno. This was added because [Alternate][Tab] is used by Geneva.

Added the keyboard equivalent [Shift][Alternate][Esc] to reset the serial port. This was added because Geneva uses [Alternate][Esc] to close the window.

[Control][Tab] will invoke the BackTalk compiler if it is running.

If you have Geneva, you can tear-away STalker's menus or use them from the keyboard with [Alternate][Space].

In previous versions, STalker would close a file being downloaded and reopen it repeatedly. In the new version, STalker leaves the file open at all times and only reopens it if it gets closed unexpectedly (like when you are using STalker as a desk accessory and then quit an application.)

This means that downloading is a bit faster, especially for large files. It also means that you should avoid anything that will force a media change on the drive a file is being downloaded to, like swapping disks or the "Force Update" option in NeoDesk.

[Shift][Esc] will open/close the main STalker window without quitting.

Also, when STalker is run in a multitasking environment it is now possible to close the main window and the file transfer window while a file is being uploaded or downloaded. [Shift][Esc] will close the main window and the file transfer window. [Control][Shift][Esc] will close the window without quitting also, but during file transfers the file transfer window will remain open.

Added support for NeoDesk 4's NEO_ACC_ASK. This allows STalker and NeoDesk to communicate as a NeoDesk Desk Accessory if STalker was installed after NeoDesk is already running.

Passing `-m` as the first parameter on the command line when STalker is run will force STalker to toggle menus in the window. This option will be saved if you Save Settings.

STalker will print correctly under all revisions of TOS.

On a Falcon, the Serial port is now the only port available, and faster baud rates are possible.

STalker will now report a disk full error, if there is one, when saving an .INF file.

STalker should correctly close files in scripts now. It should no longer be necessary to call `file_close()` twice.

Zmodem Resumes on Delphi now work.

Double-clicking on a Dial? entry will not remove the dialog until the mouse is released. The event is also disposed of.

Reworked "Use GDOS monospaced fonts" so that booting without GDOS will not permanently affect this setting.

The File menu has been changed slightly to hopefully avoid a problem with STalker and TOS 1.00.

DCD is off by default when no .INF file is found.

```
> More Gribnif News! STR InfoFile! - STeno Upgraded!  
      ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

STeno 2.00 to 2.10 Patch Program

This program will upgrade STeno version 2.00 to version 2.10. It will ONLY upgrade version 2.00.

This program is copyright 1994 by Gribnif Software. All rights are reserved. This program may be freely distributed to all legitimate registered users of STeno 2.

Any questions or comments, please contact us at:

Gribnif Software, P.O. Box 779, Northampton, MA 01061, USA
Tel: (413) 247-5620, Fax: (413) 247-5622
Genie: GRIBNIF
Internet: gribnif@genie.geis.com

```
What is needed to upgrade
=====
```

1. An un-modified STeno 2 Master Disk, version 2.00.
2. A hard disk or a blank formatted floppy disk (to place the STENO210.PRG and STENO210.DAT on).

How to upgrade your STeno version 2.00 to version 2.10
=====

1. Make sure you have made a backup copy of the STeno 2 Master Disk.
2. Place the STENO210.PRG and STENO210.DAT on your hard disk or on the blank floppy disk (it may need the extra disk space to write some temporary files, depending on free memory.)
3. Run the STENO210.PRG and follow the on-screen prompts.
4. Once you have finished upgrading your master disk to version 2.10, make a backup copy of this newer version.

**** VERY IMPORTANT STEP, READ CAREFULLY ****

5. To install the newer version on your system, you **MUST** replace the following STeno 2.00 files in your system with the 2.10 version files from the newly upgraded disk:

\STENO.ACC
\STENO.PRG
\STENO.RSC

The following files are also included in the archive, for use by programmers. They are not essential for normal operation:

\PROGRAM\HYPRDEFS.H
\PROGRAM\STENOMSG.H

If you get an error message
=====

If your STeno 2 Master Disk has been modified in any way (including moving files around), the patch program will not be able to perform the upgrade. You will get an error message indicating that this has happened. In this case, you should mail us the disk so that we can upgrade it.

To have your disk upgraded by us, you need to:

1. Send in your original, registered, STeno 2.00 Master Disk.
2. Enclose a U.S. check for \$5 + \$2 shipping & handling (\$7 total).
3. Enclose a note with your name, address, and daytime phone number.

In return you will receive the upgraded 2.10 Master Disk. If you have already purchased this patch disk from us for \$5, please just include your original disk and \$2.

Changes for STeno 2.10
=====

General Operation:

If STeno is run as a desk accessory after NeoDesk 4 is already running, you can now drag icons to a STeno icon on the desktop.

STeno now indicates Line, Column, and whether the current file has been modified, by way of the window's name bar. Only file modification is indicated in the desk accessory title (or program title under Geneva/MultiTOS), by way of a delta (triangle) character.

[Control][Tab] will invoke the BackTalk compiler, if it is already in memory.

STeno will use Geneva's menu-in-a-window feature. This means that you can use tear-away menus and [Alt][Space] to traverse the menu if you have Geneva.

STeno now handles the AP_TERM message, so that it can be terminated from Geneva or MultiTOS.

It is now possible to close the STeno's window without quitting STeno when run as an application. Pressing [Shift][Esc] will close the window, pressing this combination again will re-open it.

Under AES 3.40 or newer, all buttons are now 3D. Under Geneva, its radio buttons are used, also.

STeno's Programmer Interface is now active. It is now possible for external programs to use STeno as an editor. Check out HYPRDEFS.H and STENOMSG.H for details.

Preferences Dialog:

STeno now supports the new Atari Clipboard standard. To enable this feature, select the "Use Atari Clipboard" option.

STeno now stores the font size and window size/position independently for ST Medium/Low versus other resolutions. This way you will not end up with a font that is the wrong size when changing between resolutions.

Added a configuration option to allow scrolling by line, instead of the default jump scrolling.

The cursor blink can be turned on or off.

When saving a file, STeno will first save the file to \$\$STENO\$.\$\$\$\$. If that is successful, STeno will then delete the original file and rename \$\$STENO\$.\$\$\$ to the original file. If the disk fills up while saving to \$\$STENO\$.\$\$\$\$, \$\$STENO\$.\$\$\$ will be deleted and the original file will be intact.

This can be toggled on/off. If you prefer to have faster Saves, then turn the option off.

The menu can now be toggled between being in a window or not, by way of an option. Note that when STeno is used as a desk accessory, its menu is always in the window, regardless of how this option is set.

Under AES 4.0 or newer, or Geneva, if you have multiple STenos running, pressing [Alternate][#] will bring a STeno to the foreground (i.e.: [Alternate][1] will top the first STeno, [Alternate][2] will top the second STeno). This will work with up to 10 STenos running (the 10th STeno is [Alternate][0]). The number to press is between the [] in

the window title. When quitting a STeno, the previous numbered STeno will be topped (i.e.: quitting STeno #8 will top STeno #7. If #7 is not running then #6, #5...).

The behavior of this is configurable. There are new options in the Preferences dialog:

- o Autotop on Exit When quitting the current STeno, make the next one come into focus.
- o Accessories If Autotop on Exit is on, this will tell STeno to top DA's or not.
- o Numbers in DESK Menu Tells STeno to number the STeno's under the DESK Menu (ie: 1STeno:, 2STeno:, 3STeno:, etc.).

Main Window:

It is now possible to re-size the window when the Sizer is not displayed by holding down the both the left and right mouse button and clicking the lower right corner as if the Sizer were there.

On startup, STeno will always open its window to the size that was saved.

STeno correctly re-draws its window if it is not the topmost window, and one of the scroll bars is used in Geneva or MultiTOS.

The mouse is turned back on before another window becomes topped.

Line scrolling is substantially faster than previous versions.

Editing Commands:

[Insert] will toggle between insert mode and overwrite mode for new text that is entered.

Pressing [Shift][Delete] will copy the text into the UNDO buffer. Previously, this would just delete it.

The sequence [Control][Insert] will copy a block into the UNDO buffer.

[Shift][Insert] will paste the internal buffer (like [Undo]).

[Alternate][B] will start a block. [Alternate][E] will end the block, showing the selected area. The block acts the same as a block marked with the mouse.

If you hold down the [Control] key when marking a block, it will be a column block (i.e.: [Control][Shift][Alternate][B]). This cannot be done with the mouse, it can only be done with the keyboard.

If you hold down the [Control] key when pasting a block, it will be inserted as a column (i.e.: [Control][Alternate][V]).

[Control][Up] and [Control][Down] will scroll the screen in the corresponding direction without moving the cursor's line or column position.

[Control][Shift][Up] and [Control][Shift][Down] will move the cursor to the top or bottom of the window, without scrolling.

I'm really looking for a stellar 1995 for the Jaguar. As long as Atari doesn't "pull an Atari," we should all be expecting (and getting!) some terrific stuff next year. Developers who have been taking a "wait and see" attitude are starting to see some positive things happening. Granted, Atari still has a long way to go, but their efforts are starting to show.

Until next time...

Current Available Titles ~~~~~

Available Soon ~~~~~

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
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CatBox	\$69.95	ICD
Val D'Isere Skiing	\$59.99	Atari
Cannon Fodder	TBD	Virgin
Hover Strike	\$59.99	Atari

Hardware and Peripherals ~~~~~

CAT #	TITLE	MSRP	MANUFACTURER
J8001	Jaguar (complete)	\$249.99	Atari Corp.
J8904	Composite Cable	\$19.95	
J8901	Controller/Joypad	\$24.95	Atari Corp.
J8905	S-Video Cable	\$19.95	
	Jaguar CD-ROM	\$149.99	Atari Corp.

> Industry News STR Game Console NewsFile - The Latest Gaming News!
 ~~~~~

-/- Nintendo Sells 6 Million Donkey Kongs -/-

Nintendo's 16-bit, \$69.95 Donkey Kong Country has become the all-time best seller in the video game industry, selling more than 6 million units by year's end.

The game maker also says more than 40 percent of American homes now own a Nintendo system.

Speaking with United Press International, Nintendo officials said its new Donkey Kong Country game has received unprecedented accolades from the media and video game industry followers since it was introduced Nov. 21. In fact, Time Magazine picked Donkey Kong Country as its No. 2 Best Product of 1994, just behind the Chrysler Neon automobile.

UPI notes, "In its first week, the game set sale records for the Japanese video game giant, selling more than 500,000 units. It also grossed more than \$30 million over the Thanksgiving holiday, more than the top movie that weekend."

Demand for the game, which features graphics designed on Silicon Graphics' workstations and supercomputers, has outpaced supply in the four weeks the game has been available in the United States, Nintendo said.

> Jaguar Easter Eggs/Cheats/Hints STR InfoFile - Solving Those Riddles!  
 ~~~~~

From Compuserve's AtariGaming Forums, tips for Kasumi Ninja:
 (Thanks to Larry Tipton for posting it!)

>>Grabbed from AOL for CSERVE members! :)

Here is my KN Moves FAQ. It is not entirely complete but contains a lot of special moves and death moves for Habackki, Senzo, Thundra, and Danja. The others I haven't discovered. Any feedback would be appreciated. I tested all these moves and believe they are all correct.

```
=====
KASUMI NINJA Moves List version 2.00 December 27, 1994
by John P. (JohnnyFP@aol.com)
=====
```

ALL CHARACTERS:

A Button	Press once to punch Tap rapidly to pummel Up + A is a jumping punch Up/Towards + A is a flying punch Down + A is a crouch punch Down/Towards + A is an upper cut
B Button	Press once to kick Up + B is a jumping kick Up/Towards + B is a flying kick Down + B is a sweep kick Away + B is a roundhouse or special kick
Joypad Left	Move left
Joypad Right	Move right
Joypad Up	Jump
Joypad Up/Away or Towards	Jump away or towards an opponent
Joypad Down	Crouch
Joypad Down/Away	Defensive Crouch
Joypad Away from opponent	Block

SPECIAL MOVES FOR EACH CHARACTER

ANGUS

Caber Toss:	Hold C, Down, Up (close)
Headbutt:	Hold C, Down, Towards (close)
Fireball:	Hold C, Away, Away Up, Up
Throw an opponent:	Away + A (close)

DEATH MOVE unknown

THUNDRA

Jungle Strike:	Hold C, Towards, Towards, Towards (close)
Jungle Lunge:	Hold C, Away, Towards, Towards (far)
Teleport:	Hold C, Down, Up
Throw an opponent:	Away + A (close)
DEATH MOVE:	Hold C, Up, Towards, Up, Towards (far)

CHAGI

Fireball:	Hold C, Away, Towards, Towards
Super Kick:	Hold C, Away, Up
Knee to Crotch:	Hold C, Towards, Towards + B (close)

Throw: Away + A (close)

DEATH MOVE unknown

ALARIC

Overhead Smash: Hold C, Towards, Up (close)
Power Slide: Hold C, Away, Down Away, Down, Down Towards, Towards
Hammer Throw: Hold C, Down, Down Away, Away, Up Away, Up
Throw an
opponent: Away + B (close)

DEATH MOVE unknown

SENZO

Fireball: Hold C, Away, Down Away, Down, Down Towards, Towards
Whirlwind Kick: Hold C, Away, Away, Towards, Towards
Teleport: Hold C, Up, Up
Throw an
opponent: Away + A (close)
DEATH MOVE: Hold C, Up, Down (close)

HABACKI

Fireball: Hold C, Away, Down Away, Down, Down Towards, Towards
Whirlwind Kick: Hold C, Away, Away, Towards, Towards
Teleport: Hold C, Up, Up
Throw an
opponent: Away + A (close)
DEATH MOVE: Hold C, Away, Up (close)

DANJA

Exploding Bolas: Hold C, Away, Away, Away, Towards
Teleport: Hold C, Down, Up, Up
Throw an
Opponent: Away + A (close)
DEATH MOVE: Hold C, Away, Up, Away (far)

PAKAWA

Headbutt: Hold C, Towards, Towards, Towards (close)
Ground Stomp: Hold C, Back, Up, Up
Hunting Knife: Hold C, Away, Down Away, Down, Down Towards, Towards
Throw an
opponent: Away + B (close)
DEATH MOVE: Don't know how to do this correctly, but I've done it
 by holding C, and then moving joypad left to right
 rapidly. (close)

This is a work in progress. Thank you to the few people who have helped me with this. These are all the moves I have so far that work. If anyone has any input or know of any death moves that work correctly, please e-mail me. I will add them in and update this document. I hope to get a complete list of special moves and death moves for all the characters. If you have not already done so, I recommend you to pick up KASUMI NINJA for the 64-bit Atari Jaguar system.

Thank you.

E-MAIL: JohnnyFP@aol.com

Thanks Johnny FP!!!

-Larry

Partial List of Kasumi Ninja Moves

Alaric

Goth Hammer - forward, up
Power Slide - (roll) back, down, forward
Exploding Bamboo Stick - (roll) down, back, up, 1/2 forward
Lunging Punch - ???????????
Death Move - ??????????

Angus

Fireball - (roll) back, up, forward
Caber Toss - (close) down, up
Head Butt - (close) down, forward
Death Move - ??????????

Chagi

Knee to the crotch - ??????????
Hammer Kick - back, up
Fireball - back, back, back, forward, forward
Flying Eagle Kick - ???????????
Death Move - ??????????

Danja

Exploding Bolas - back, back, back, forward
Side Teleport - down, up, up
Crotch Grab - ???????
Throat Spike - ???????
Death Move - ??????????

Habaki and Senzo

Teleport - up, up
Whirlwind Kick - back, back, forward, forward
Fireball - ???????
Habaki's Death Move - ?????????
Senzo's Death Move - ?????????

Pakawa

Buffalo Punch - ???????
Throw Knife - (roll) back, down, forward
Head Butt - (close) forward, forward, forward
Buffalo Jump - back, up, up
Death Move - ??????????

Thundra

Flying Lunge - back, forward, forward
Thunder Uppercut - (close) forward, forward, forward
Teleport - down, up

Bite opponent - ???????
Death Move - ???????

NOTE: All special moves must be done while pressing the C button.
You must keep the button held down the whole time.

> STReport CONFIDENTIAL "Rumors Tidbits Predictions Observations Tips"

- Cupertino, CA

HOUDINI CARD FOR POWER PC!

Reportedly, Apple is planning on releasing a 486DX2/50 Adapter/Emulator card for the Power PC 6100 models. It will also offer soundblaster support and have the ability to allow the user to add ram directly to the card. It will also be able to use MAC peripherals - printers, monitors etc. Also, the user will be able to cut and paste between the two different CPU's. Now ..the best part - it should be on sales shelves sometime during the 1st quarter of 1995.

- Rockville, MD

EPIC MEGAGAMES HIRING!

Epic MegaGames is expanding and they're looking for programmers, artists, and development teams to join them.

"We're a PC game publishing company and we work with independent developers around the world to produce top shareware games. Current Epic releases include One Must Fall 2097, Jazz Jackrabbit, and Epic Pinball. These games were developed by really dedicated teams of 2 to 5 people.

Most Epic developers are independent, work from their homes around the world, and earn top royalties (40%) for the games they create. For example, a \$45 game brings the team \$18 and we pay for all marketing, advertising, distribution, and materials. Royalties for a top shareware game are currently in the range of \$150,000 to \$400,000 per year, but we're working on improving that by expanding our marketing.

We're avid gamers and our top priority is creating quality games that are the best in their categories (OMF=Best PC fighting game, Jazz=Best PC platform game, etc).

These are the kinds of people we're looking for:

- Development teams with PC games already in progress.
- Artists/Animators: Experienced with DPaint, 3D Studio, or Alias.
- Programmers: Fluent with C/C++. Assembly is a plus.
Windows experience is a plus. 3D experience is great.

Most importantly, you'll need strong motivation and a good work ethic because developing a top-quality game is very intense and highly

demanding."

If you think you might be interested, please leave email describing
your experience and projects, or send a demo/sample to:

Epic MegaGames
3204 Tower Oaks Blvd
Rockville MD 20852 USA.

-Tim Sweeney/Epic * CompuServe: 72662,1725 *
Internet:em@ix.netcom.com

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